

EXTENSION

# RETRO 64



your Magazine for Retro Systems & Emu/Clone & Retro YouTube & more... issue NR:002

# R4

## RIDGE RACER TYPE 4

RIDGE RACER TYPE 4, creating a nu wave in the racing scene. Powering beyond RIDGE and RAGE RACER, high-speed control and advanced dynamics accelerate the rush of a first class victory. The culmination of performance and style provide the ultimate advantage in the race for entertainment.

Nintendo

Play Station


Hebereke



Y. 2018



NES/Famicom

From LULU Designs &  LULU'S RETRO GAMES BLOG



**Qui veut se dévouer pour expliquer à Natacha  
le nouveau système qui va révolutionner la Megadrive ?**



**Megadrive 32X : 2 processeurs RISC 32 bit,  
32 768 couleurs, 50 000 polygones/sec, son digital stéréo.**

**SEGA**

36.15 SEGA  
1,27 F/min.

X'XXX XXXX XXXX XXX XXX.

36.68.01.10  
2,19 F/min.

RETRO 64 - this is a OLD RETRO AD



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Read My Review on

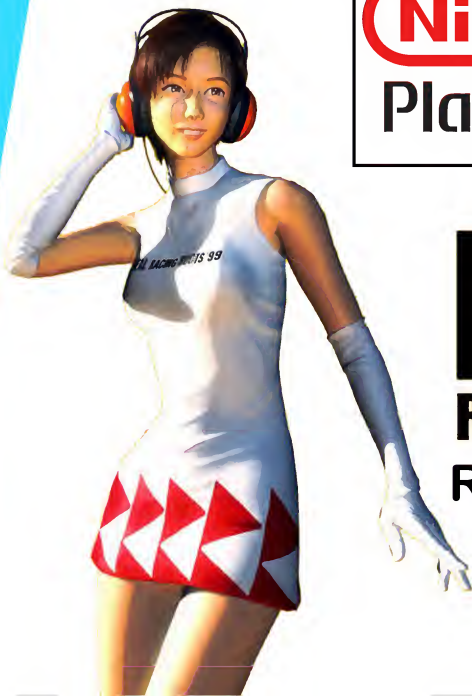


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**R4**

**RIDGE RACER TYPE 4**

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# RETRO 64



**your Magazine for Retro Systems & Emu/Clone & Retro YouTube & more...**

Hej and Welcome to issue 2 of RETRO 64 Magazine :D

This is an EXTENSION version of the Magazine due to a Long Exclusive interview whit TNT owner Todd Tuckey :)

I hope you enjoy it and keep Supporting and Spreading it where you can TY :)

for a More In-depth info on the Mag and me Please Read R64 issue 1

RETRO 64 is a Magazine for you & me who loves Retro Game Systems and the Games that goes with it :D

Actually although the Main focus of the RETRO 64 Magazine will be on Games & Systems, I will also cover anything RETRO I think is good ;D and My best RL hunt Pick-ups :)

RETRO 64 will also bring you up to date with which channels bring you the Best Retro Hunt & Retro History...



Here's Some of the Games Systems I'll be Covering on RETRO 64:

C64 / NES / PCE / AMIGA 500 / ACD32 / SEGA MS / SEGA MD&G / NEO GEO / NGP / SEGA GG / GB / GBC / GBA / SEGA 32X / SNES / SEGA CD / SEGA S / MSX / NGC / SEGA DC / ARCADE Machines / 3D ARCADEs Models / PS1 / PS2 / PSP + as a Retro Emulator / Clones Systems / N64 / and More...

I will do Game Reviews on Games I Grew up with and Loved or New-found Retro Games I love :D Sooo I hope I am able to share My LOVE with You in MY RETRO 64 Magazine's...

If you as a Developer want to send me a New Retro Game or Clone System for review or if you as a Reader want to send me something Retro to Review or just want to help me with stuff I need for the Magazine :) please send it to the union: Retro Hunters, postbox, Møllegade 96B, 8660, Denmark ( ad "R64" on the Back of the Post or on the side off the Box ty ) I get the Post from them :) so if you do send me stuff TY so much :D

RETRO 64 Magazine,s  
Platformer is on my New Blog:  
LULUs RETRO GAME BLOG.

Keep up to date:

QR2 ALL MAG





TNT Amusements is another Retro YouTube Channel I stumbled on while looking for info on a 3D Arcade Machine I was making at the time :)



And over the next 2 to 3 months I watched all the Videos, and there is a ton of them, the latest video, as I am writing this, has the Nr.1408 :D

This is a great Retro Channel for all who LOVEs Arcades & Pinball Machines, Todd Tuckey the Owner of TNT and the Star and the Video Editor,



Brings a lot of great info to the table along with some fun Slapstick humor :D keeping the show fun and informative :D

And it's not all Arcades & Pinball Machines, some-time it's old Jukeboxes or old Film & cartoon on MovieReels, I love that part as I am a Super 8MM collector myself ;D yes the ones he's collecting is the full-size ones = 16MM.

so what is TNT Amusements?, well



it's a RL Shop in the US whose speciality is Restoring and Re-selling old and some new Arcades & Pinball Machines...

some of the Machines they get in are as Todd calls them "complete Toilets" and omg they look bad :(

but when the TNT Team is done with them, they look like & play like brand new Machines. Some they have to replace the Art completely on, but for some, the Art is not available for it,



so that's where a Master Painter named Steven comes in and does an amazing job, you can barely tell the difference from the original when he's done :D as an Artist myself I know that's not a easy job :D hmmm Todd maybe you should give him that Pay-rise ;P hihi...



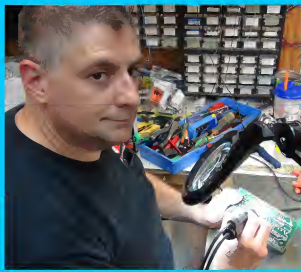
The oldest one, on the TNT Team is the old cool man they call The Legend :)

he does a good job fixing the Arcade-Sticks-Panels & Caps & he's not afraid to mumble out a snide Remark now and

then, sadly it's not always easy to hear, so Todd it would be cool with some subtitles for the Legend ;D



then there is Frank who Fx, makes the button-battery-boards for pinball and Arcade :) this will save your machines so get some ;D



Then there is Todds Lovely wifey who some days spends her time working in the office and it's fun to watch the 2 together :D you can tell they been Mar-ried a Long time and you can tell they still love each other, although they make personal comments at each other all the time ihhihi :D you got to love a good Couple, They got 2 daughters Tammy and Terry as you also see in the Videos from time to time... There is many more people working in the shop, but I am running out of Text space here ;D SORRY Boys...

Anyway I've been so incredibly lucky to get to interview Mr, Todd via Mail :D

I asked a lot of question and here's what Todd had to say:

I am Todd N. Tuckey, owner of TNT Amusements Inc in Southampton PA. I officially started operating TNT Amusements in 1979 when I bought my first machines new to put into locations, which now is 39 years ago. However, I was still dabbling in machines a good ten years BEFORE that!. I am writing this for the FIRST time in any publication so you can say you read it first right here!, LULU input: cool TY sir :D

I ask: What made you start your Business ?? How did it happen ?

Todd: When I was 15 years old, in 1970. , I saw a pinball machine advertised for sale in a local paper for \$100, It was a Gottlieb machine called Criss Cross, which was a skiing theme.

After setting it up in our basement, I was fascinated with it and starting trying to figure out how it worked. Of course, the real appeal was just playing it.

## THE TIARA TALK SHOW

Tammy has an YouTube Podcast and If you Love Disney, I highly recommend you give her a listen, as she has interviewed a ton of Disney celebrities



Tammy Tuckey





Soon I acquired a few more games and my uncle wanted me to find games to put in his Tennessee campground game room in 1973, which I did. (He had a vendor in the game room at the time and wanted his own games.) I spent the summers down there from 1973 to 1979 and kept the games he bought running in his game room. I also sold some games to homeowners from ads placed in local papers and my best friend and I bought a local vendor out with all mechanical games and we also sold those.

LULU input: here's some Photos from that time when Todd sold these machines from his Driveway :)

you got to love this...

Todd: I officially went into business with the name TNT Amusements in 1979 when I started buying brand new games to put into locations... and this is the year I base my starting date of business on. But, if I went back to 1970, then you would be looking at 48 years dealing with these mechanical marvels!... Owning and running your own business means many, many hours--well over a traditional 40 hour work week. If this is not your thing, then stick to a regular job. You will have to work nights and weekends and sometime crazy hours, to keep everything running smoothly. This is all part of being the "Bossman." I also do one day rentals of the same machines we sell this is another source of cash flow that will be important, especially if there is a slow week in regular sales.



We deliver the game on Friday and pickup Monday--the homeowners get a few extra hours with the game before and after their party, and everyone is happy. If it's a commercial location, then you have to deliver and pickup depending on if the room is rented to another party later that day.

I started having private parties for mostly children, where all the same machines we are selling in our showroom, and played for free in a two hour time slot. A great source of extra income since the games are there anyway. Of course, you will have to make sure you can license your space to do this.

Towns have different laws and having a showroom for retail sales and then using it for parties is another.

I ask: What made you want to start a YouTube Channel ? And what Advice would you give People, who want to start their own YouTube Channel



Todd: I started posting videos on YouTube in 2010. The videos were simply the 2 infomercials I had run locally for years.

LULU: Input info to the readers:  
( I love those old ads ) ----->



TNT OLD  
ADS  
Play List

Todd: At the same time, I had customers who we were shipping the games we sold them that were out of state ask to see pictures before we sent them. Instead I filmed a little video of the game, what we did to it and some game play.

Filmed with a small camera, they were intended ONLY for the new owner. About three videos in, I accidentally posted it "Public" and I suddenly got all these comments about it whether I had another, how much was it, etc.

At that point I knew that I would have to start making the videos for everyone to see. This really kicked off sales around the world for us. I got a much better camera and then started editing them, adding titles, comedy, etc. Our channel has grown to over 7 million views and 23,000 subscribers.

However, there are so many more people making videos and uploading them, there is tons and tons of competition and I know of several great channels that do not get many views per video simply because they got in so late. There is just not enough hours in the day it seems for people to watch all the content in this industry alone! Advice for those doing the videos try to find a niche, that is, something unique your channel can offer. I love "discovering" a game that I have not seen before (yes, there are still plenty out there) and finding its secrets in the programming and game play.

08 I am filming Williams Bad Cats for instance, and am delighted with all



The fun things this game has to offer. In the past, I only played a game or two never really spent any time with it. Many people have told me they watch our videos to find out whether the game may appeal to them before they look at one. They like how I cover the things the game does, rather just play it with no commentary, like other videos out there. (Hmmm--a niche!)



I ask: What are your all-times favorite pinball & Arcades Games? :)

Todd: I am often asked what are my favorite pinball machines... so here are my top five.

Capcom's incredible BIG BANG BAR

Bally's THEATER OF MAGIC



Williams FUNHOUSE

Gottlieb's CLASS OF 1812







**PIN•BOT**

We don't make an exceptional number of pinballs. Just a number of exceptional ones. NOW...

**PIN•BOT.**

**Williams**  
ELECTRONICS GAMES, INC.  
3401 N. California Ave., Chicago, IL 60618  
(312) 287-2940, Telex 253095

NOTICE: "PIN•BOT" is a trademark of Williams Electronics Games, Inc. © 1986, WILLIAMS ELECTRONICS GAMES, INC.

Height: 73 1/2" (187 cm)  
Height with ballbox raised: 53" (135 cm)  
Width: 30 1/4" (77 cm)  
Depth: 52" (133 cm)  
Weight: 225 lbs. (102 kg) uncrated  
245 lbs. (111 kg) crated

Zaccaria QUASAR



**QUASAR**

by ZACCARIA

**GAME DESCRIPTION**

THE GAME CONSISTS OF FOUR DIFFERENT ENCOUNTERS IN SPACE, IN WHICH THE PLAYER HAS TO FIGHT BATTLES.

UPON THE SUCCESSFUL COMPLETION OF EACH SERIES OF ENCOUNTERS WITHOUT LOSING ALL HIS SHIPS, THE GAME RECOMMENCES, AND THE PLAYER IS FACED EACH TIME WITH GREATER DIFFICULTIES. THE SKILL OF THE PLAYER WILL ENABLE HIM TO PLAY THE GAME UNTIL SUCH TIME AS HE ENTERS INTO BATTLE AND ALL HIS SHIPS ARE DESTROYED.

DISTRIBUTED BY

There you have it! I bought the first three brand new and have sold them (watch my YouTube videos showing us getting them ready). I still have the CLASS OF 1812.

I have a few favorite video games:  
**SEGA DIGGER**



**Digger**

A hole new video thrill!  
Gremlin's new DIGGER is more than an exciting test of speed and manual skill. It's also a game of strategy that challenges your players' minds as much as their reflexes. And that challenge means more income for you.

All the action in DIGGER is in bright, eye-grabbing color. For added excitement there are ten different, authentic sound effects.

And Gremlin's exclusive MultiPhase™ keeps player interest high by increasing the challenge as their skills improve. The playing field changes with each new game phase. And after every successful phase, the number of enemy creatures increases. Players may choose either individual or combined scoring for competitive or cooperative play.

Your players will really dig the challenge and excitement of DIGGER.

And you'll dig its bigger replay profits!

**Gremlin/SEGA**  
The games people REALLY play.



PLAYER 1  
000000

INDIVIDUAL HI 000000 DDP  
COMBINED HI 000000 DLE&PMU

SEGA INVINCO



**INVINCO**

The battle is on! And Gremlin's new INVINCO puts you right in the middle with exciting new video fun.

All the INVINCO action is in thrilling color. Realistic sounds heighten the excitement with every shot you take and every enemy warrior you hit. The action is fast-paced, so it's a real test of speed and coordination.

And INVINCO is another great Gremlin MultiPhase™ game. So it keeps challenging your players' skills as they improve, for replay profits you can count on!

**Gremlin/SEGA**  
The games people REALLY play.



SCORE(1) 001500 HI-SCORE 007700 SCORE(2) 000000

007500 000000

000000

00300 SEGA 1978



## SEGA DEEP SCAN 2.



Definitely more obscure games!

I ask: What Pinball & Arcades do you want next for your own Collection ?

Todd: I have no current plans to collect any more right now...

as I rarely use our game room at home.

We found having OUR parties at TNT are so much easier to control and clean up afterwards! And in conclusion, I see Pinball regaining its momentum quickly.

I ask: What would you Recommend / Advise people who want to start or Restart Collecting pinballs or Arcades in 2018 ? :)

Todd: Collect games YOU like to start... but if you are given a really good deal on something ( like buying out a storage unit filled with games ) go ahead and do it. You have to start somewhere! Already you have seen prices skyrocket on the original classics like Black Knight, Haunted House, and Fathom. Odd, because at one time, we used to part them out and junk the cabinets because there was NO demand for them! But in the past 2 years, it seems things have gotten out of hand. With new repro parts, ramps, plastics, backglasses and playfields available again, the games are being dug out of sheds and restored. And they fetch high prices!... Find the game you grew up with... It's out there and waiting for a new home YOUR home! Keep Flippin'! Todd N. Tuckey

LULU: Mr. Todd sir ty so much for agreeing to be in my Magazine :D ok you all :D hope you enjoyed this :D and will Subscribe to TNT and if you want to read more about Todd & TNT & you Love Pinball Machines I recommend you get his New book.

**Pinball ADVENTURES**

Website:

YouTube:

Facebook:

Twitter:



I feel the need to say that I am in no way or former paid to do this ;D I am just a fan :D

The Famicom :) a Japanese 8Bit wonder console :D who really Started the good home Console marked, it was released in Japan in 1983 as the Family Computer, in short the Famicom.

( For more Info on the Japan Name I recommend you see GTVs Nintendo Vs. Sharp: The Unknown Copyright Dispute Over Famicom )



It was then redesigned for the better, in my opinion, in the US and EU as The Nintendo Entertainment System, in short the NES :) The best thing of this Redesign was that the controllers now were not hardwired in like on the Famicom :) but had 2 Ports for them :)



In the US they had what was known as the big Videogame Crash and the NES was the savior of this Crises and got the US Video Game market back on its feet in the US :) The NES was released in the US in 1985.

We in the EU where we had no Video Game Crises and the Commodore 64, short C64, was thriving :) ( read my Review on the C64 in issue 001 )

The NES was Released in the EU in 1986 and became a rival to the C64 but the Sega Master System was a bigger rival to the C64 in EU than NES, it was cheaper and had more Games

( + it was distributed by Virgin,) but the C64 had a ton more Games + a big HomePirate market :) yes Free games The 3 8Bit Consoles/home Gaming Computer ruled the EU market for a long time :) the C64 Rivald the 16B Systems too...

Many of the C64 Games was Ported to the NES, when it came to EU and some was Ported from the NES to the C64 :D and later games from the 16Bit SNES was Ported to the C64 too :D

So many who owned a C64 never traded it for a NES :) + the NES & the Games was too expensive :(

I got my NES on a FleaMarket when I was a Teen :D and you gotta love it :D the Cartridge loading just as fast as the ones for the C64 :D





The NES music is nice too, but the C64 with its “Sid Chip” just sounded way cooler :D But if you don’t know the C64, the NES was 100% perfect for its time :D at least as a Console ;)

You might know this, but if not, the Company Nintendo was, before the Famicom / NES, not a Video Game Company, But a popularly play cards manufacturers and they also developed toy such as a LEGO-like toy,



Paper Models and gadget toys, like a Grabbing arm

Today they are all about the Video Games :D

There was a total of 1053 games released for the Famicom & NES 714 known license game titles was

任天堂 **ブロック** released for NES, 679 of these games released in North America, and with an additional 35 exclusive games released in Europe or Australia. But then there are all the unlicensed

NES games on top of that :) most were made by Tengen.

For more info on Tengen see: Atari Games vs. Nintendo, from it doesn’t beat the C64, lol, but it’s really impressive nonetheless.

And there’s still today in 2018 New Games being Released on the net for the Famicom & NES :)

Spoiler alert ;) I hope to Release my first own NES Game in 2020 :D

Bonus info the Famicom was inspired by the Cassettevision made by Epoch, Epoch like Nintendo had before this made a Pong clone so wen Nintendo saw the Cassettevision they know this was the way :D Se Video on EPOCH from ReplayRetro: ----->

I hope, I’ve inspired you to go get an original Famicom or NES, or a Clone or a NES Emu for the PSP or Wii or PC :D Or if you have this, I hope I could inform you about stuff you didn’t know about the Big N Or the Famicom & NES :)

Next on page 14, read my Review on the Famicom Game “Hebereke”



Se THE 1889 ORIGINS Her





**SUNSOFT**

© 1991 SUNSOFT

**NAME:** Hebereke

**Developer:** SunSoft

**System:** Famicom

**releases:** in Japan -  
-September 20, 1991

**Re-releases:**

\* Playstation Network:

in JP: March 28, 2002

\* Mobile Phones:

in JP: August 18, 2003

\* Wii Virtual Console:

in JP: March 29, 2011

\* 3DS Virtual Console:

in JP: July 24, 2013

\* Wii U Virtual Console:

in JP: January 28, 2015

This is one of the cutest Famicom Platform games ever :D I love it, that being said it's a bit hard to control the Mario-Like kill Drop ? in the beginning I was sure there was no way to kill the enemies until I killed one by accident :)

The Game is As a true Famicom game a hard Game But it's a super fun & Cute Game too. I love that the Moving Platforms are Alive and looks at you with a happy smile, when you use them :D it's like they say "I am so happy you use me" :D lol when you jump of again they look sad and bored :) Not to mention when you climb up this rope and at the top discover it's actually a tongue from another creature helping you :D too funny lol and the Black crows throwing Exploding Poo at you too :D



The name Hebereke is a Play on the Japanese word for being Drunk ? Maybe the programs were drunk making it IDN? Lol Anyway it's super cute, & you start as a little white Bird with a Blue winter-wool hat on named Hebe :D The story in short goes like this: There was a Big world war that caused the space-time to twist, so The world started to collapse. Then 4 heroes fell to the cleft of time and space. The hero named Hebe then some how finds himself in the strange NEW world. He then ventures on, on an adventure to try to find his friends whose got lost from him somehow & when you finally find them, they all seem to have lost their memories ? so you have to fight them to knock some sense back into them :) & when you have done that, they now become another playable character you can switch in-between :)

**How to play:** you play white 1 Creature at a time that you collect as you go, there's 4 in all and they have different abilities:

1. Hebe is a Fast walker on land

\* Average jumper

\* Cannot: swim/walk on icy surfaces keeps falling

\* Can climb walls with his SUCTION CUP powerup, found during gameplay

14 \* Secret Weapon Head springs out and attacks enemy

2. Oh-Chan Can walk on icy surfaces

\* Swims on surface of the water (cannot swim under water)

\* Slow walker on land

\* Jumps very low

\* Secret Weapon--Blows icy wind that can freeze enemies in place.

3. Shades jumps slower and longer

4. Gil can Can jump very high and floats down slowly

\* Slow walker



- \* Cannot swim
- \* Secret Weapon--Eyes pop out, attacking enemies.
- + you get Power ups in the game that helps you along, the power ups differs a bit from Character to Character

Controls: Select Button: to go to Items and Character menu.

A Button: Press: to jump/ A+Down=stomp enemies  
B Button: Press: to pick up balls / again to throw balls / Hold down for special attack after it's collected

Directional pad:

- \* Moves character left or right
- \* Press down to duck (characters can crawl while ducking)
- \* Press up to climb ropes

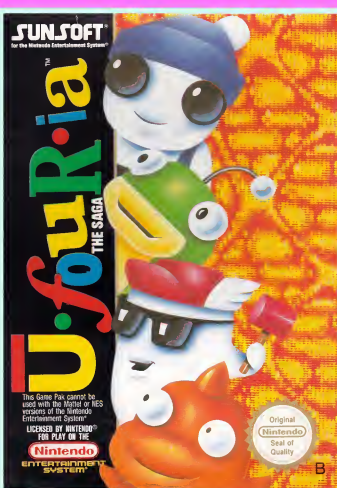
First you meet the Cat Named Oh-Chan then the ? Ghost ? Named Shades & then the ? eeh Water-Goblin/Frogman ? Named Gil.

Hebe and the others become more or less the Mascot of SunSoft after this game, so a ton of different Hebereke Games were made after & I will do a review on these games in a Later issue :D

When I was making this review I found out that there was a Redesigned Releases in Scandinavia & a UK Releases of the game with the new Name Ufouria, ok

mission: get all 3 of your lost Friends and then find 3 Colored keys to unlock the door in a temple so you can get back home

not so bad,??? but for some reason they think we were living in the US and Can't handle anything Cute? so they changed the Main Character the Bird named Hebe into a Creepy looking eehhh SnowMan??? Named Bop-Loule ??? and the Cat Named Oh-Chan into a eehh? Dinosaur/Dragon? thing named Freeon-Leon??? but in the end I guess even this was to cute for the US or to Hard a Game I guess?. In the EU we usually don't see the main Character being changed out for no apparent reason, yes we got bad remade covers of games from Japan too, but not like this??



NAME: Ufouria

Developer: SunSoft

System: NES

releases: in Skandinavia & UK November 19, in 1992

Re-releases:

\* Wii Virtual Console:

PAL: July 2, 2010

NA: August 23, 2010

\* Wii U Virtual Console:

NA: July 24, 2014

PAL: October 9, 2014

Definitely recommend you stick with the original Hebereke with an English Translation-patch :D & not the FreakShow that is Ufouria :(

What the F were they thinking OMG eehhhhhh...

I hope I've inspired you to go get the original Hebereke on Cartridge or the Rom

**RETRO 64**

2018 Reading Is **86%**

Based on:

- \* it's Fun
- \* it's Cute
- \* Living Happy Platforms
- \* Funny Enemies
- \* Good Graphics
- \* Nice Design
- \* The Game Gives directional Arrows from time to time so you don't get lost
- 4% for being hard
- 10% for having to Press Down while Jumping to Kill enemy
- + it's Easy to miss
- But its a game you keep coming back to :D
- You just got to love this game ;D

**Yes you read it right on the front cover, The Nintendo Play Station**

**If you don't already know this, the SONY PlayStation was originally a joint Project between Nintendo & SONY**

**This is what the END project looked like:**

**This was not the First time Sony and Nintendo worked together, as SONY Was the once that made the "Sound Chip" for the Super Famicom and the Super Nintendo Entertainment System :)**

**Nintendo had hold off on a CD/CD ROM**

**System based on their own experience with the Famicom Disk**

**But when SONY, a Partner they Trusted, approach them to make a CD Based Game System together, the Answer was yes :) They quickly hammered a Contract together and all was fine :)**

**This was first meant to be an Add-on for the Super Famicom & SNES called the "Super Disc" This then**

**later became the Stand-alone Console, that would be backwards compatible with the Super Famicom & SNES, as it had a Cartridge Slot too :) This was the Nintendo Play Station.**

**So all was fine? eehhh until Nintendo one day Reread the Contract and noticed their**

**oversight, namely that SONY would handle the Distribution Rights for all the Sony Products NPS CDs, which means they wouldn't get the Biggest Percentages off the Profits, made on the License of Games for the NSP :( this made BIG N Sad and then Angry :[ ] This is Nintendo's biggest income on the previous Systems, the NES & SNES, the Licensing of the Games made them a ton of money and know SONY would get all that and they would even have to pay Sony to Release their own games, Ouch this hurt... Yep, this is where, it all goes wrong.**

**They did not let SONY know their frustrations and tried to renegotiate a new Deal with SONY? No, instead they let SONY continue making the First Prototype to be shown off on The consumer electronic-show in 1991**

**The Big N, unhappy with the Contract went Behind SONYs back and sent people to SONYs Biggest Rival,**

**16 Philips, to make a SNES CD ROM Add-on :(**





**This was Bad for the Big N as this is a thing you just don't do in Japan, to Pick a Company from a knotter Country over a J-Company is a Big No No...**

**They even gave Philips license to make their own Mario and Zelda Games for their own new System, the Philips CD-i System, Crazy right? And yes the Games Was Horrible...**



**The Day after SONY, With Grade Success, had announced "The NEW SONY Nintendo Play Station" on The consumer electronic-show.**

**The Big N, on the same show the Day after, Completely humiliated Sony by announcing that they wouldn't work with SONY on the NSP, but they would work with Philips Making a CD ROM add-on for the SNES again called the Super Disk.**

**This off cause made SONY Mad, but they did not sue Nintendo right away, but instead tried to make a new deal with Nintendo. But they were not stupid, so Sony went to Nintendo's Rival, SEGA, in the meantime Buuut they were not interested...**

**Then in 1992 a Deal was made with the Big N, although this deal only finally happened because of the Game Developers, Whose gotten mad over all the Different CD formats and had a joined Meeting with SONY Nintendo and Philips.**

**Here it get out, that before Nintendo worked with Philips, SONY had also helped Philips working on the Philips CD-i????...**

**Anyway it was agreed that the NPS was the future and the future CD format :) and that SONY would be the one to make the Super Disk add-on for the SNES, so Philips was the big loser here.**

**But nothing happened, why? well the Big N saw how the Philips CD-i System Failed bad, not to mention the Crappy Games that had become of the Nintendo Characters, they licensed to Philips CD-i :( + their rivals SEGAs SCD Add-on also not doing well + Nintendo had now made the "Super FX Chip" for the SNES Cartridge, & games like Star Fox Was Released for the SNES**



(Star Fox an FX 3D Game) so they really stopped Caring about a CD Add-On for the SNES or the NSP. So the Big N once again let SONY Believe that all was ok and Started working on> **NINTENDO<sup>64</sup>**



**STARFOX**



The Big N had Previ- completely would so SONY saw the the NPS would be next.



ously announced that they cancel the SNES Super Disk, Writing on the Wall, that

And not to SONY's Surprise the Big N announced to the world that they were making their new 64Bit System the N64

When SONY then two months after announced, that they would release their own 32bit SONY PlayStation :)



Which off course made the Big N mad, so they sued Sony, Claiming the Name "Play Station" was theirs, but Sony had Cleverly Removed the Space in Play Station, so its now the PlayStation with no Space lol, the Big N lost.



PlayStation™

The SONY PlayStation came out way before the N64 and was a instant hit, it blew the SEGA Saturn out of the water and when the N64, a 64Bit machine, came out, it had a hard time competing with the PS1 too :) One off the main reason being all the Game developers would rather make games on the waaayyyy less expensive CD format, than on the Really Expensive N64 Cartridge, although it was 64Bits and had double the Script space than the CD at the time :)

+ The N64s 64bit 3D was really Clunky compared to the PS1s 32Bits 3D it was faster and nicer somehow...

+ Nintendo also made it hard to Program for the N64 were the PS1 was easier to Program for :)

So Nintendo Really screwed-up, not only did they pass on 1 of the highest-sold consoles ever, but made a new and Bigger rival than SEGA ever was...

[se this ad:](#)



The PS1 is still one of my favorites Newer consoles, although I mostly use my PS2 for my PS1 Games ;D I love the PS2, but that review is for another issue of RETRO 64 :D and yes I know stuff about the PS2 that you might not know ;)

I hope I inspired you to go get an original PS1 or a PS1 Emu for the PSP or PC or Wii :D Or if you have this, I hope I could informed you on stuff you

**18** didn't know about the Big N Or SONY & the PS1 :)





**Developer:** Namco  
**Publisher:** Namco  
**Series:** Ridge Racer  
**Platform:** PlayStation 1  
**Release in:**  
 JP: 3 December 1998  
 EU: 16 April 1999  
 NA: 1 May 1999  
**Genre:** Racing  
**PlayMode:**  
 Single-player  
 & multiplayer

I still Remember as a little girl working around in this big shop and stopping in front of this big PS1 DEMO Stand, on the Screen was this girl sitting on her bed waking up while listening to a R4 SoundTrack, followed by a cut scene of Cars racing and her walking along the Track :D I was totally blown away, I had never seen such a high



Quality Game intro before and when I played the game I was all smiles, it was so nice and so cool :) it even had a cool voice telling you what stages you were on and so on and explaining the Game :) woow And the music omg real DJ mixed Sound-

-Track from at the time announced J-DJs :D

Not to mention the overall nice Design of the Menu & Color-Schemes :D added a nice feel to it all :D

I just knew I had to have this game, I ran and dragged my mommy over to see the game intro and told her this game is what i want for Christmas :) it was on the top of my list and I got it for my Christmas night the 24 and I spent the rest of December and all of January Playing the game :D

And to this day it's still the best Racing Game I have ever played, :D There's been many newer games in the series released after, but this one is for me still the best one :D

they even made a new PS1 Controller for R4 Called the ( Namco Active force Controller JOGCON ) it came bundled with the Game :D and omg I so want that Controller and the box :)



I had a clone R4 Controller and I must say, it work really good with the game,

it made it easier to control :D sadly it was a clone, so it stopped working overtime :( but if you see one for cheap it's definitely worth picking it up :D



**When you play the Grand Prix Mode you have 4 teams to pick from and all have their own Captain with different stories to tell and Rivalry with other Team Captains :)**



Sophie Chevalier



Shinji Yazaki



Robert Chrisman



Enki Gibert

**I always pick MMM cause it had a girl as its Captain :D**

**I wasn't the best reader back then, so I only got the basic of the story-line :) but today I understand the story fully, but I have a different perspective on it all as a girl and a fan of Japan and Anime & Manga :)**

**J-Men are not afraid of Strong Girls and Women :)**

**so Girls often has the upper hand in Literature & in Games it's the Girls that beats the men :) & J-boys don't mind Playing Games were you play as a Female Hero, Unlike Boys in the us Who had a fit and identity Crises when they found out the Hero in Metroid was actually a Girl :D OMG that was all it took to threaten their Masculinity**

**sadly this means many Really good Games never got Relished in the US & EU :(**

**While this is true that J-Men Loves Strong Girls, Sadly the opposite is True too :( YES there are still Men eehhhh... the Captain comes off as a strong Cool Cute Girl who**

**wants to Prove herself and loves the Racing Scene but at the Same time she's also Portrayed as a Blue eyed Rich Girl Who got the Team from her DaDDy**





Who doesn't know that much about what actually goes into the whole racing thing, but is quick to pick things up though, but sadly the Japanese girl Stereotype doesn't end there ehhehhh...



her dad is not happy with her becoming all Business-like after all, so he set her up for Marriage with a Rich man :( eeeeehhhhhhh...

and she is to Marry him if her Team Loses the Grand Prix :(

And when you then win the Damn thing, she tells you that she's matured a lot thanks to you and the team and she actually think she's going

ahead with the Married EEEEEHHHHHHHHhhhhhhhhhhhh DAMN IT GIRL :( well I still play her team :) knowing that she one day, as a new Character, gets her Own game on the PS2 were she's the Driver and omg it's a hard and a more RL game :) I do a Review on that in another Mag one day :D

anyway R4 is a Really Nice Arcade Driving Game :D the first RR Games actually Started it's life as an Arcade Game Cabinets :)

Easter Egg  
for you :D

if you ar Pressing  
( Left, Right, Right, Right )  
before countdown starts in  
the second last Grand Prix Event  
in Heaven And Hell, will trigger this



little secret: a giant eagle swooping  
down the race track and it will  
race you to the end :D  
can you beat it ? :D

& R4 is the culmi-  
-nation of a ton of  
Game Develop-  
-ment and  
Experience

so you can't  
help but to  
love this game,  
it plays nice  
and is easy to  
control, there's  
just an overall  
nice feeling to the  
Game and Gameplay

& unlock Cars  
to like a  
Pac Man Car  
Se Google  
For More :)



so if you not played this game Yet, go get it :D

**RETRO 64**

2018 Reading Is **96%**

Based on:

- \* it's Fun
- \* Good Graphics
- \* Nice Design
- \* A Revolution
- Driving Games
- \* Good Arcade Driving
- 4% for Stereotypically
- Girl Treatment
- \* But a game you
- keep coming
- back to :D

You just got to  
love this game ;D



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